

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently amended) A gaming method, comprising:
receiving, at a server, a purchase request for at least one wager from a patron at a first client terminal before the game play has begun;
determining, at the server, the results of the at least one wager before the game play has begun;
storing, at the server, the results of the at least one wager in a database before the game play has begun;
adjusting, at the server, an account of the patron based on the results of the at least one wager before the game play has begun;
receiving, from a second client terminal during the game play, a request to reveal the results of the at least one wager; and
sending, from the server, the results of the at least one wager to the second client terminal during the game play.
2. (Original) The method of claim 1, wherein receiving a purchase request for at least one wager includes receiving a purchase amount.

PATENT
Customer No. 22,852
Application No. 09/689,841
Filed: October 13, 2000
Attorney Docket No. 08339.0063-00

3. (Original) The method of claim 1, wherein receiving a purchase request for at least one wager includes receiving a purchase amount and a denomination value.

4. (Original) The method of claim 1, wherein receiving a purchase request for at least one wager includes receiving a number of wagers and a denomination value.

5. (Original) The method of claim 1, wherein receiving a purchase request for at least one wager includes receiving a purchase request from a client terminal located at a facility.

6. (Previously presented) The method of claim 1, wherein sending the results of the at least one wager to the second client terminal during game play comprises sending the results of the at least one wager to the second client terminal during game play in response to a request received via an online network connected to the server to reveal the results of the at least one wager during game play.

7. (Original) The method of claim 1, wherein sending the results of the at least one wager to the second client terminal includes sending the results of the at least one wager to the second client terminal via an online network.

8. (Currently amended) A gaming method, comprising:

receiving, at a server, a purchase request for a plurality of wagers from a player at a client terminal before game play has begun;

determining, at the server, ~~the~~ results of the plurality of wagers before the game play has begun;

storing, at the server, the results of the plurality of wagers in a database before the game play has begun;

adjusting, at the server, an account of the player based on the results of the plurality of wagers before the game play has begun; and

sending, from the server, the results of the plurality of wagers to the client terminal before the game play has begun, in response to a request received at the server to reveal the results of the plurality of wagers.

9. (Original) The method of claim 8, further comprising:

receiving, from a second client terminal, a request to reveal the results of each of the plurality of wagers; and

sending the results of each of the plurality of wagers to the second client terminal.

10. (Currently amended) A gaming method, comprising:

receiving, at a server, a patron identifier identifying a patron from a first client terminal before game play has begun;

receiving, at the server, a purchase request for at least one wager from the first client terminal before the game play has begun;

debiting, at the server, an account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining, at the server, ~~the a~~ result of the at least one wager before the game play has begun;

storing, at the server, the result of the at least one wager in a database before the game play has begun;

adjusting, at the server, the account balance of the patron account based on the result of the at least one wager before the game play has begun;

sending, from the server, to the ~~first second~~ client terminal, the result of the at least one wager before the game play has begun, in response to the patron identifier identifying the patron and a request received at the server to reveal the results of the at least one wager without the game play.

11. (Currently amended) The method of claim 10, further including sending, to the first client terminal, a selection menu including an option to purchase the at least one wager.

12. (Currently amended) The method of claim 10, wherein receiving, from the first client terminal, a purchase request for the at least one wager further comprises:

receiving, from the first client terminal, a selection for ~~the~~ an option to purchase the at least one wager;

requesting, from the first client terminal, information for the purchase of the at least one wager; and

receiving, from the first client terminal, the information for the purchase of the at least one wager.

13. (Original) The method of claim 10, wherein receiving, from the first client terminal, a purchase request for the at least one wager comprises receiving from the first client terminal a purchase amount.

14. (Original) The method of claim 13, wherein receiving, from the first client terminal, a purchase request for the at least one wager comprises receiving, from the first client terminal, a denomination value.

15. (Original) The method of claim 13, wherein debiting the account balance comprises subtracting the purchase amount from the account balance.

16. (Original) The method of claim 10, wherein storing the result of the at least one wager in a database comprises storing the result in a transaction history file in a patron account file corresponding to the received patron identifier.

17. (Currently amended) The method of claim 10, wherein sending, from the server, to the first client terminal, the result of the at least one wager before the game play has begun further comprises sending the result of the at least one wager via an online network connected to the server.

18. (Currently amended) The method of claim 10, wherein sending, from the server, to the ~~first~~ second client terminal, the result of the at least one wager comprises retrieving the result from the database and sending the result to the ~~first~~ second client terminal via an online network.

19. (Original) The method of claim 10, further comprising using the result of the at least one wager to purchase additional wagers in a repetitive manner until the result is equal to zero.

20. (Original) The method of claim 10, further comprising requesting authentication data.

21. (Original) The method of claim 20, wherein requesting authentication data comprises requesting biometric data.

22. (Currently amended) A computer-readable medium containing instructions for causing a computer to perform a gaming method, the method comprising:

receiving, at a server, a patron identifier identifying a patron from a first client terminal before game play has begun;

receiving, at the server from the first client terminal before the game play has begun, a purchase request for at least one wager;

debiting, at the server, an account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining, at the server, ~~the a~~ result of the at least one wager before the game play has begun;

storing, at the server, the result of the at least one wager in a database before the game play has begun;

adjusting, at the server, the account balance of the patron account based on the result of the at least one wager before the game play has begun;

receiving, at the server, a request to reveal the result of the at least one wager from a second client terminal during the game play; and

sending, from the server, the results of the at least one wager to the second client terminal during the game play.

23. (Currently amended) A gaming system, comprising:

a plurality of client terminals, each including

means for receiving from a the patron, a patron identifier identifying a patron and a purchase request for a plurality of wagers before game play has begun, and

means for transmitting the patron identifier and the purchase request before the game play has begun; and

a server, connected to each of the plurality of client terminals, and including

means for receiving, from the plurality of client terminals, the patron identifier and the purchase request before the game play has begun,

means for debiting the patron account corresponding to the patron identifier in response to the purchase request before the game play has begun,
means for determining results of the plurality of wagers before the game play has begun,
means for adjusting the patron account based on the results of the plurality of wagers before the game play has begun,
means for storing the results of the plurality of wagers before the game play has begun; and

means for sending, to the client terminals, the result of the plurality of wagers before the game play has begun, in response to the patron identifier identifying the patron and a request received at the server to reveal the results of the plurality of wagers without the game play.

24. (Original) The system of claim 23, wherein the means for debiting also receives authentication data.

25. (Original) The system of claim 24, wherein the authentication data includes biometric data.

26. (Currently amended) A gaming system, comprising:
a plurality of client terminals, each including
an identification component for receiving, from a patron, a patron identifier identifying a the patron before game play has begun,

an output device for displaying a selection menu including an option to purchase a plurality of wagers,

an input device for receiving, from a the patron, a purchase request for a plurality of wagers before the game play has begun, and

a first communications device for transmitting the patron identifier and the purchase request before the game play has begun; and

a server, connected to each of the plurality of client terminals, and including a second communications device for receiving, from the plurality of client terminals, the patron identifier and the purchase request before the game play has begun,

a communications component for debiting the patron account corresponding to the patron identifier in response to the purchase request before the game play has begun,

a wagering component for determining the results of the plurality of wagers before the game play has begun,

an adjusting component for adjusting the patron account based on the results of the plurality of wagers before the game play has begun,

a database for storing the results of the plurality of wagers before the game play has begun, and

a transmitter for sending, to the client terminals, the result of the plurality of wagers during the game play.

27. (Currently amended) A gaming system, comprising:

a plurality of on-site client terminals for receiving a wager purchase request;

a server, connected to each of the plurality of on-site client terminals for receiving wager purchase requests before game play has begun, determining the results of the purchased wagers before the game play has begun, adjusting player accounts based on the results of the purchased wagers before the game play has begun, and storing the results of the purchased wagers before the game play has begun; and

a plurality of off-site client terminals, connected to the server via an online network, for receiving the results of the purchased wagers from the server during the game play.

28. (Currently amended) A gaming method, comprising:

receiving, at a server, a patron identifier identifying a patron from a client terminal before game play has begun;

receiving, at the server, a purchase request for a plurality of wagers from the client terminal before the game play has begun;

debiting, at the server, ~~the~~ an account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining, at the server, ~~the~~ results of the plurality of wagers before the game play has begun;

adjusting, at the server, the account balance of the patron account based on the results of the plurality of wagers before the game play has begun;

storing, at the server, the results of the plurality of wagers in a database before
the game play has begun;

sending, from the server, the results of the plurality of wagers to the client
terminal, during the game play.

29. (Currently amended) A computer readable medium containing
instructions for causing a computer to perform a gaming method, the method
comprising:

receiving, at a server, a patron identifier identifying a patron from a client terminal
before game play has begun;

receiving, at the server, a purchase request for a plurality of wagers from the
client terminal before the game play has begun;

debiting, at the server, ~~the~~ an account balance of a patron account corresponding
to the received patron identifier based on the received purchase request;

determining, at the server, ~~the~~ results of the plurality of wagers before the game
play has begun;

adjusting, at the server, the account balance of the patron account based on the
results of the plurality of wagers before the game play has begun;

storing, at the server, the results of the plurality of wagers in a database before
the game play has begun;

receiving, at the server, a request to reveal the results of the plurality of wagers
during the game play; and

sending, from the server, the results of the plurality of wagers to the client terminal during the game play.

30. (Currently amended) A server connected to a plurality of client terminals in a gaming system, comprising:

means for receiving, from a patron at a first client terminal, a purchase request for at least one wager before game play has begun;

means for determining the results of the at least one wager before the game play has begun;

means for adjusting an account balance of the patron based on the results of the at least one wager before the game play has begun;

means for storing the results of the at least one wager before the game play has begun; and

means for sending the result of the at least one wager to the first client terminal during the game play.

31. (Currently amended) A server connected to a plurality of client terminals in a gaming system, comprising:

a communications component for receiving, from a patron at a first client terminal, a purchase request for at least one wager before game play has begun;

a wagering component for determining the results of the at least one wager before the game play has begun;

an adjusting component for adjusting an account balance of the patron according to the results of the at least one wager before the game play has begun;

a database for storing the results of the at least one wager before the game play has begun;

a reveal component for receiving a request from a second client terminal to reveal the results of the at least one wager during the game play; and

a sending component for sending the results of the at least one wager to the second client terminal during the game play.

32. (Original) The server of claim 31, wherein the communications component further comprises a database interface for retrieving the results of the at least one wager from the database.

33. (Currently amended) A server connected to a plurality of client terminals in a gaming system, comprising:

means for receiving, from a patron at a client terminal, a purchase request for a plurality of wagers before game play has begun;

means for determining the results of each of the plurality of wagers before the game play has begun;

means for adjusting an account balance of the patron according to the results of each of the plurality of wagers before the game play has begun;

means for storing each of the results of the plurality of wagers before the game play has begun;

means for receiving a request to reveal the results of the plurality of wagers during the game play; and

means for sending the results of the plurality of wagers to a the client terminal during the game play.

34. (Currently amended) A server connected to a plurality of client terminals in a gaming system, comprising:

a communications device for receiving, from a patron at a client terminal, a purchase request for a plurality of wagers before game play has begun;

a wagering component for determining the results of the plurality of wagers before the game play has begun;

an adjusting component for adjusting an account balance of the patron based on the results of the plurality of wagers before the game play has begun;

a database for storing the results of the plurality of wagers before the game play has begun; and

a sending component for sending the results of the plurality of wagers to a the client terminal during the game play.

35. (Currently amended) A gaming method, comprising:
receiving, at a server, a purchase request for at least one wager from a first client terminal before game play has begun;

determining, at the server, the results of the at least one wager before the game play has begun;

updating a player account based on the results of the at least one wager before the game play has begun;

storing, at the server, the results of the at least one wager in a database before the game play has begun;

receiving, at the server, from a second client terminal, a request for the results of the at least one wager during the game play; and

sending, from the server, the results of the at least one wager to the second client terminal during the game play.

36. (Currently amended) A gaming method, comprising:

receiving, at a server, a purchase request for at least one wager from a first client terminal before game play has begun;

determining, at the server, the results of the at least one wager before the game play has begun;

updating, at the server, a patron account balance according to the results of the at least one wager before the game play has begun;

storing, at the server, the results of the at least one wager in a database before the game play has begun;

receiving, at the server, a request from a second client terminal to reveal the results of the at least one wager without the game play; and

sending, from the server, the results of the at least one wager to the first client terminal.